

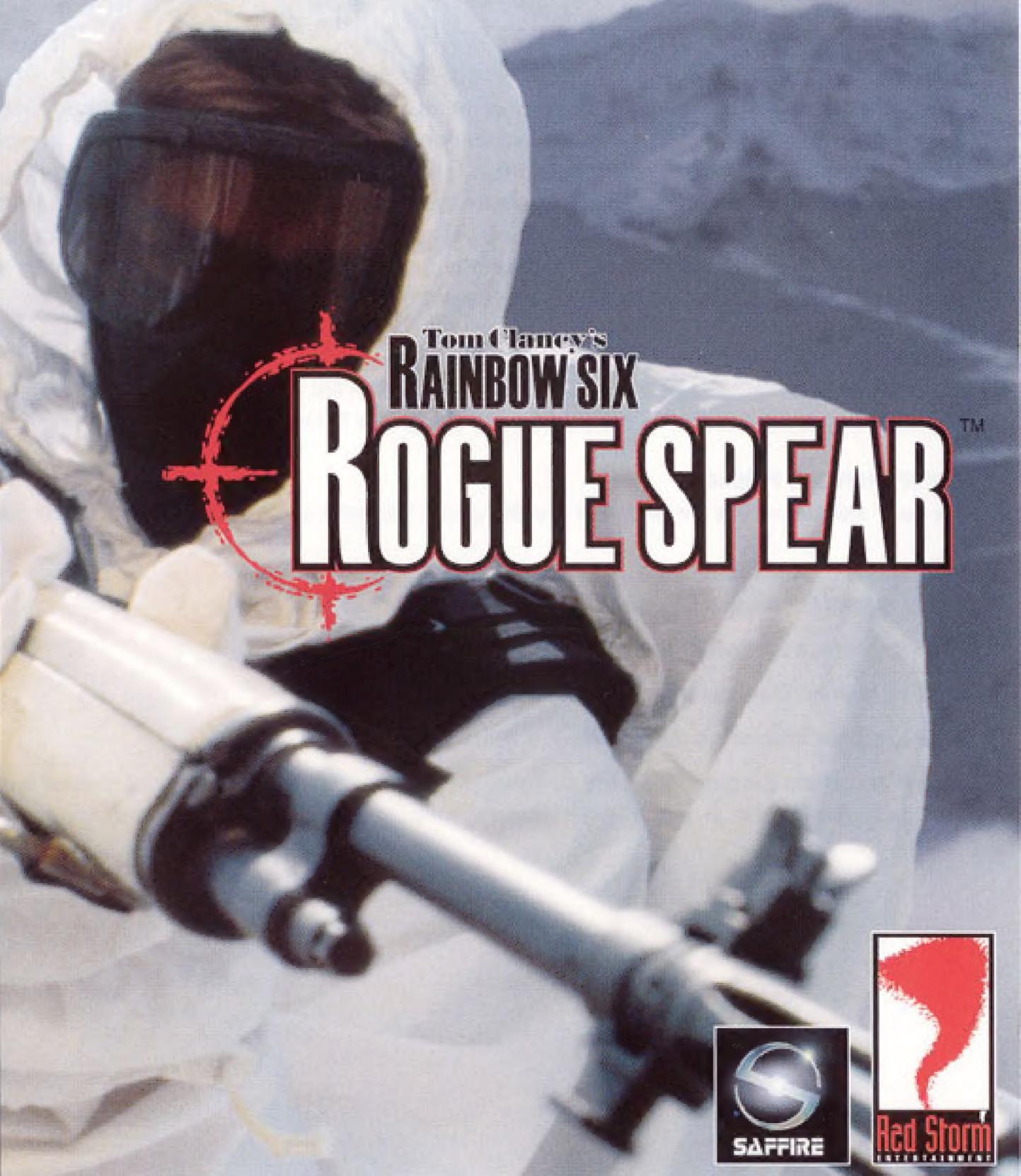


NTSC U/C

PlayStation®



SLUS-01108



Tom Clancy's  
**RAINBOW SIX**  
**ROGUE SPEAR**™



**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# PLAYSTATION® GAME CONSOLE SETUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Rogue Spear™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

**Top View**

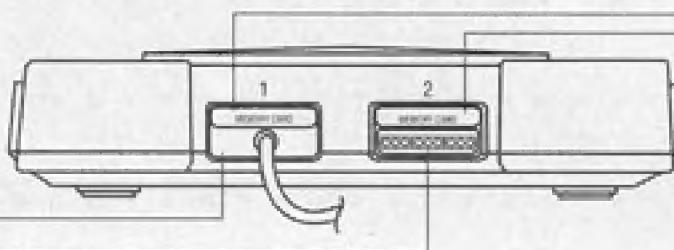
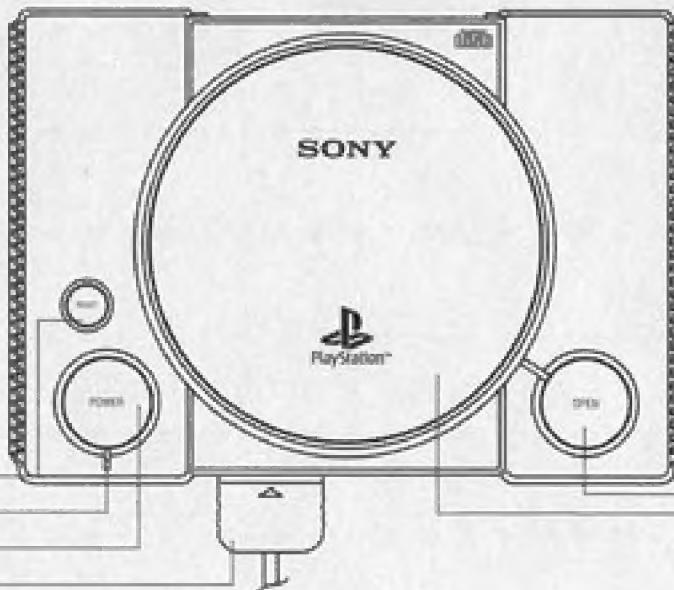
RESET BUTTON  
POWER INDICATOR  
POWER BUTTON  
CONTROLLER PORT

OPEN BUTTON  
DISC COVER

**Front View**

CONTROLLER PORT 1  
CONTROLLER PORT 2

MEMORY CARD SLOT 1  
MEMORY CARD SLOT 2



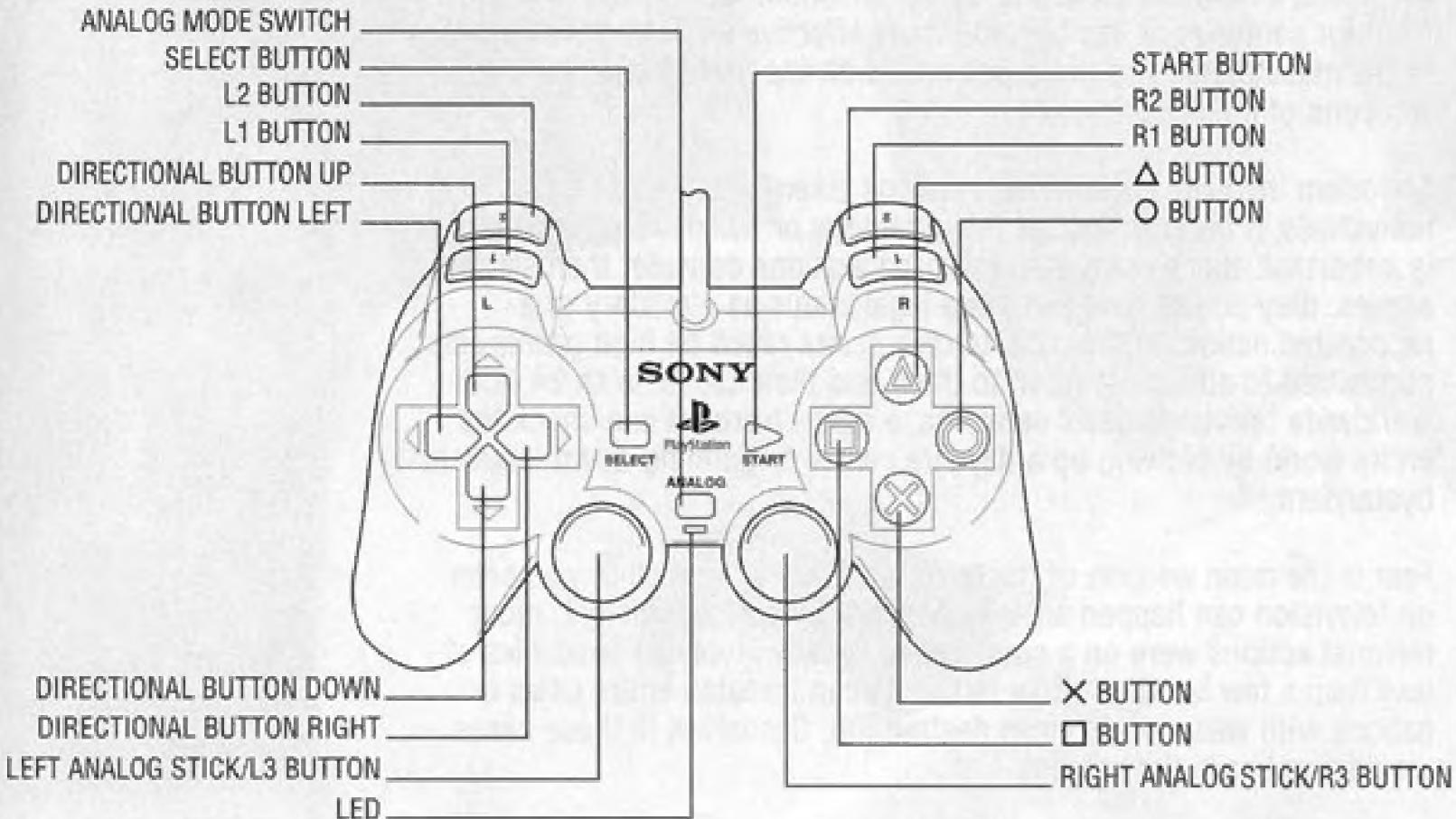
## Memory Cards

You can use a memory card to save your games. You can only save one campaign at a time and the campaign requires one block of memory, so make sure there is one free block on the memory card before beginning a game. The memory card only needs to be in the slot when you load and save. You must insert the memory card in the first slot of the Sony Multi Tap if you are using one. For best results, please use only Sony PlayStation® brand memory cards.

Since you receive a password after successfully completing each mission, it is not required that you have a memory card installed. However, if you use one, you can quickly jump back into the action without using the password system. See the Campaign section under the Main Menu heading for more discussion on using passwords.

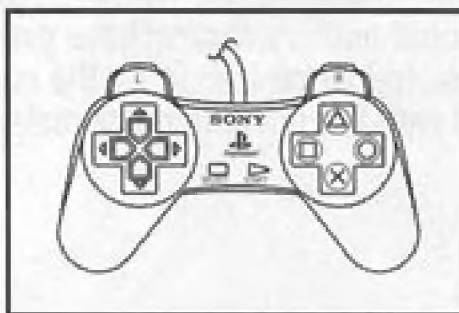
# PLAYSTATION® GAME CONSOLE CONTROLS

## DUALSHOCK™ analog controller



**NOTE:** Compatible only in Digital and Analog mode

To reset the game at any time, please press the reset button on the console.



# INTRODUCTION

With the end of the Cold War and the stabilizing effects of the Super Powers, terrorism has become one of the greatest threats to security in nations all around the world. While terrorism has existed in some form for centuries, it has become more effective with the development of the mass media and more powerful with the proliferation of weapons of mass destruction.

Terrorism involves illegal violent actions taken by a group of individuals in order to further their ideology or beliefs. The word illegal is important. Since many terrorist organizations consider themselves armies, they do not have the same legal status as a military of a recognized nation. In the past, terrorism has relied on high profile acts committed to attract attention to them and their cause. With 24-hour worldwide television news networks, a single terrorist can shock the entire world by blowing up a daycare center or gunning down innocent bystanders.

Fear is the main weapon of the terrorist. The fear that what was seen on television can happen anywhere. While bloody and violent, most terrorist actions were on a small scale, usually involving casualties of less than a few hundred. Now terrorists can threaten entire cities or nations with weapons of mass destruction. Casualties in these cases would number in the millions.

In the recent past, governments have declared war on terrorist organizations and their leaders. However, cruise missile attacks and other conventional military means have proved largely unsuccessful. Instead, a top-secret organization by the name of RAINBOW was created to deal with unconventional threats with unconventional means.

In Rogue Spear you must lead RAINBOW, a covert international counter-terrorist team set up to combat terrorism, around the world. As part of the operations assigned to you, you must select team members, outfit them with weapons and equipment, plan the actions your team will take and then execute the mission to achieve the objectives. The game consists of 18 missions that are linked together to form a campaign.

The Rogue Spear campaign takes place after the campaigns in Rainbow Six™. If you have played Rainbow Six™ previously, you should be familiar with the game interface. However, review this manual as many changes and additions have been made. There are new weapons, new operatives, new actions and orders and much more. Now don't just sit there. Get going! You have the world to save.

# GETTING STARTED

**NOTE:** All controls stated in this manual assume you are using a digital controller. If you are using the DUALSHOCK™ analog controller, make sure you disable the analog button prior to following these instructions. Otherwise, you may need to consult the Controller Config section of the Options menu for specific button information.

## ***Navigating the Menus***

To move from one menu item to the next, use the up and down Directional Buttons. To select a menu item, press the **X** button.

## ***Starting a New Game***

There are two methods you can use to start a new game. First, from the main menu, select **Quick Start** using the **X** button. Quick Start puts you at the execute screen, just before you enter the mission after the last successfully completed mission from your current campaign. See the Main Menu section for more information on using the Quick Start option.

The second method for starting a game is through the **Campaign** menu item. A campaign is a series of missions that you undertake in order. Rogue Spear has 18 missions in all. Using this method, you go to the campaign selections screen where you have the option to continue a game saved on a memory card or create a new campaign. If you are not using a memory card or if your memory card does not have a Rogue Spear campaign saved on it, then you may enter the password achieved from the last successful mission to continue your campaign. See Campaign in the Main Menu section of this manual for more detail.

## ***Starting a Multiplayer Game***

To quickly begin a multiplayer game, make sure you have more than one controller connected to the PlayStation® game console. Once you start the game, select Multiplayer from the Main Menu using the **X** button. From the next screen, select the level you wish to play, the game and team specialist type. You may also access the main options screen from this screen. After making your selection,



# MAIN MENU

highlight Start and press the X button. For more detail on playing Multiplayer Rogue Spear, go the Multiplayer section of this manual.

## Quick Start

Use this menu item to quickly return to the action. This item allows you to bypass the planning phase and jump directly into the Execute screen, using all default settings.

## Campaign

This menu item allows you to begin a single player game. After selecting this item, you go to a selection screen with the following options:

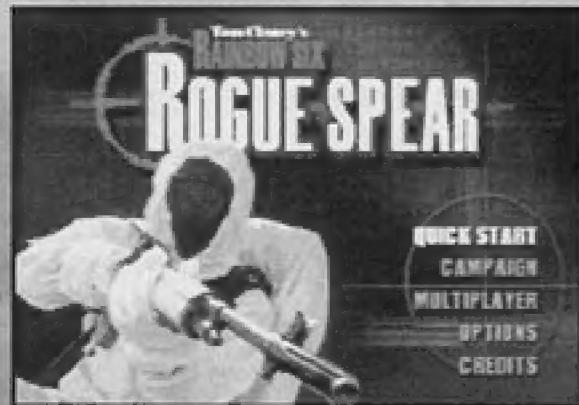
## Load Game

### If you have a Memory Card:

This item restores your previously saved campaign from a memory card. Remember - you only can save one campaign on a memory card at a time. For best results, please use only Sony PlayStation® brand memory cards.

### Without a Memory Card:

With no memory card installed, the Password Screen will appear after selecting Load Game. Here you can continue your campaign by entering the 12-digit password earned after successfully completing a mission. Use the directional buttons to find the appropriate number or letter and press X button to select.



**NOTE:** If you do not receive a password at the end of a mission (and you do not have a memory card installed), then you failed to meet all objectives for the mission. Retry the mission to ensure you meet all objectives and receive a mission success statement.

## **New Game**

This item allows you to begin a new Campaign. Campaigns are made up of 18 missions. In campaign mode, it is important to keep an eye on the health status of each operative before entering a new mission. It may be necessary to allow heal time before dispatching an injured or fatigued RAINBOW back into the field. Remember, if an operative is killed, a reserve replaces that operative for all subsequent missions.

## **Difficulty**

Choose from Recruit, Veteran, or Elite. **Recruit** level has fewer enemies roaming around in each mission. The enemy primarily aims for the chest instead of aiming for a lethal headshot each time. **Veteran** adds a little more accuracy to the enemy shots and a few more terrorists per mission. **Elite** level is only for the best of the best! The enemies on this level have extremely good accuracy, and aim for the headshot first. There are also more terrorists per mission on this level of difficulty.

## **Multiplayer**

This menu item allows you to play against other human opponents in four different game types as well as 5 different team member types. To play a multiplayer game, use the directional buttons to navigate the menu items. First, select the desired multiplayer level. Then, select the game type you wish to play. These are:

### **Survival**

This game type is strictly adversarial. Both players must seek and neutralize their opponent. You score a point for neutralizing your opponent.

## **Hunt**

In this game type, there are two ways to score a point. One way is to find the hostage before your opponent does, then quickly escort the hostage back to your insertion zone. The other way is to neutralize your opponent without harming the hostage.

## **VIP Escort**

In this game type, one team must safely lead the VIP to the extraction point, signified by a square in your radar while the other team tries to take out the VIP or the escort team. As the VIP Escort team, you score a point for each successful VIP escape. As the adversarial team, you score a point for spoiling the escape.

**TIP:** When starting on the escort team, the VIP is the one kneeling close to you. It is a good idea to lead the VIP to a safe location before searching either the opposing team or the extraction zone.

## **Assassination:**

This is a game where both teams have a hostage that they need to protect. It is a good idea in this game type to first make sure your hostage is in a safe place before hunting down the other team's hostage.

After selecting the game type, select the desired team member type. There are five different team members to choose from. These are:

## **Assault:**

Assault members' reticule closes much faster than any other character type.

This member's kit includes: Assault rifle, 6 Flashbangs, 6 Grenades, and a Pistol.

## ***Demolition:***

This member type carries more ammo as for all weapons and items.

The Demolition kit includes: 12 Gauge Shotgun, 9 Flashbangs, 9 Grenades, and a Pistol.

## ***Electronics:***

Electronics specialists cannot be seen on radar.

This member's kit includes: 9mm SMG, 6 Flashbangs, 6 Grenades, and a Pistol.

## ***Recon:***

The Recon specialist moves faster than all other team types.

The Recon kit includes: Automatic machine gun, 6 Flashbangs, 6 Grenades, and a 9mm Pistol SD.

## ***Sniper:***

The Sniper's scopes target auto locks.

His kit includes: 0.50am Rifle, 6 Flashbangs, 6 Grenades, and a 9mm Pistol SD.

For more detail on team types, go to the Campaign team types section of this manual.

In each game type, the number in the lower left of each screen shows each player's score. The game does not pre-set a scoring limit or goal, so you should agree on a number with your opponent before playing.

## **Vibration**

If you have a DUALSHOCK™ analog Controller, turning this setting on allows you to feel the recoil of your weapon, the impact of getting shot, and other events throughout the game.

## **View Snap**

When on, this feature returns the reticule to the center as the analog stick returns to center. With this option off, you are in total control of when and how your reticule moves at all times. Digital controllers are not affected by this option.

## **Blood**

This sets the depiction of blood in the game. By default, this setting is turned off. When turned on, a small, animated blood effect appears when a terrorist gets shot.

## **Auto Target**

This item toggles the computer controlled targeting. When this item is on, your reticule moves to the head of the nearest enemy. When disabled, you must manually focus the reticule on your target.

## **Stereo Sound**

For televisions with multiple or stereo speakers, turn this option on for better sound.

## **Volume Sliders**

These sliders control the volume of each heading. To increase the volume, slide the control to the right. To decrease volume, slide the control to the left.

# OPTIONS

## ***Sound FX***

This affects the volume of sound effects such as gunshots, radio chatter, etc.

## ***Ambient Sound***

This affects volume of the background sound of an area.

## ***Music***

This affects the volume of the music in the game.

## ***Controller Configuration***

This menu option allows you to change the default controller configuration for the game. To change the controller configuration, find the action you wish to assign to a button from the list on the left using the **directional buttons**. Once you find the action you wish to assign a new button, press the **X** button, then press the new button. To restore defaults, press the **O** button.

The options screen also includes the following options:

## ***Save Options***

Saves all options you have changed. (This setting requires an additional block of free memory in addition to the block used to save your campaign.)

## ***Load Options***

Loads all options that are on the memory card.

## Planning Phase

With each mission, you must first review the mission, select and equip your teams, and plan your attack. This takes place in the planning phase. Press the  $\Delta$  button to access the menu, then use the directional and  $\times$  buttons to select the planning screen you wish to see. Choose from the following screens:

### *Intel*

Intel is the source of all the incoming intelligence that pertains to your missions.

### *Team*

Team contains your pool of Rainbow operatives. There are five different categories of team members: Assault, Demolition, Electronics, Recon, and Sniper. Each member type has its own specialties.

### *Assault:*

Assault Specialists are often proficient in the use of firearms and trained in the general skills of hostage rescue. An operative's skill level determines the size of the targeting reticule for all firearms. Low accuracy means a large targeting reticule that never gets very small even under optimum player movement, while high accuracy dictates the targeting reticule is smaller regardless of other factors. An ideal reticule for the best accuracy is one where the lines of the reticule meet in the center to form a plus sign, also known as a crosshair.



# PLAYING THE GAME

## ***Demolition:***

Determines the speed with which a character places a demolition charge. The less skilled the player is in demolition tactics, the longer it takes to place the charge.

## ***Sniper:***

Sniper Specialists are good with long-range weapons. The sniper reticule settles quicker and stays on target. In contrast, a non-sniper will take longer to get the gun settled on target and have a harder time keeping the target locked.

## ***Recon:***

Recon Specialists excel at quietly moving around the mission area and scouting out the enemy's location. The Recon operative runs a little faster than a normal team member.

## ***Electronics:***

Electronics Specialists are great for getting through security systems or accessing computer terminals. This determines the speed with which a character manipulates electronics, such as placing bugs, video splicing, or bypassing security systems. A low electronics skill means it takes the character longer to accomplish these tasks while a high skill level requires less time.

## ***Kit***

Kit is where you assign all your gear, such as primary and secondary weapons, uniforms, and other devices.

## ***Plan***

Planning for the PlayStation is going to be a little confusing at first. But once you get the hang of it, you will have ultimate power over making a foolproof plan.

# PLAYING THE GAME

When Planning first comes on you hear John Clark give a walkthrough of the current mission and the special needs for the mission. Then he sets you loose to save the world.

First, let's start Navigating around the mission Blue Print.

## ***Planning Navigation***

There are 2 modes of Navigation. These are:

### ***2D MODE***

Holding down L2 button makes the directional buttons PAN  $\leftarrow$ ,  $\nwarrow$ ,  $\uparrow$ , and  $\nearrow$ . Holding L2 button also makes R2 button Zoom out and R1 button Zoom in.

### ***3D MODE***

Holding down L2 button makes the directional buttons Rotate  $\leftarrow$ ,  $\rightarrow$ ,  $\downarrow$ , and  $\uparrow$ . Holding L2 button makes R2 button Zoom out and R1 button Zoom in.

Now let's create a path for your teams.

## ***Creating a Path for your Team***

Planning is where you set the paths for your team members. The first thing to remember with planning is that there are two ways to create your path. These are:

### ***Room by Room***

Select rooms instead of laying down individual waypoints. Selecting rooms allows you to quickly navigate through a level, jumping from one room to another room. To do this simply press left and right to navigate to the desired direction. Rooms that are available are yellow, while rooms in red are ones already chosen.

### ***Task Navigation***

You can effectively plan a mission in 3 button presses with Task Navigation. Task Navigation sets your path for you, by allowing you to select which objective you wish to complete first. To do this, press the R1 button. You then see all of the objectives in the mission. Select an objective and press the X button. The planning engine will set the path to your objective.

# PLAYING THE GAME

## Actions

Actions are orders that you assign to your operatives, from Go-Codes to placing bugs. Special icons represent each Action. Simply press R2 button and all possible Actions appear. Use the directional pad to select a desired action and press the X button. This places the Action on the path. Use the directional buttons to move the action on the path to the desired location and press the X button to place the action.

### Placing Actions:

#### Task Navigations

- **Objective:** the objective icon is for all objectives in a mission
- **Hostage:** this icon shows where the hostages are locate
- **Insertion zone:** this icon is to show the entry point of the mission
- **Extraction zone:** this icon is to show the exit point of the mission



#### Actions

- **Cover:** This limits the defensive to 180 degrees in the direction you choose.
- **Defend:** This will order the team to set up a 360 degree defensive perimeter
- **Disarm:** This will deactivate a bomb or any electrical devise
- **Bomb:** Places bomb in location



# PLAYING THE GAME

- **Bug:** Places Bug or Camera in location



- **Snipe:** Sets the view arc for sniper



- **Go-Codes:** Team will wait till you set a go-code in the In-game pause screen

- Alpha



- Bravo



- Charlie



- Delta



As soon as you finish a plan for the blue team you can then plan for your other teams. Simply press the O button to activate the different teams.

**RECON:** There is also an option to review the plan that you have set or review the default plan. To do this, press the Select Button. This displays all the Recon options.

If you need help press the START button to see the Help Menu.

From then on you follow the plan laid out.  
Good Luck.

# ACTION PHASE

This phase is where you complete the objectives outlined in the planning phase. The Action Phase screen consists of a reticule in the center of the screen and the Heads Up Display at the lower right corner of the screen.

**TIP:** The reticule is most accurate when all four crosshairs are as close to the center of the circle as possible. Movement and skill can affect the reticule size and speed.

## *Controlling Your Operative*

To maneuver your operatives, use the directional buttons to turn left and right, and move forward and backward. The  $\Delta$  button changes weapons and the  $\square$  button changes magazines of the currently selected weapon. The  $\circ$  button also opens doors, climbs ladders, plants bugs, and performs any action throughout the game.

Your operative is either in Run Mode or Walk Mode (Run is default). You switch modes by holding down SELECT and pressing the  $\times$  button.

L1 and R1 buttons move the operative left or right while maintaining a forward view. This is called strafing and is very important in keeping a straight shot while making yourself harder to hit. Use L2 and R2 buttons to look down and up, respectively.

You can access all other functions from the In-Game Menu, accessible by pressing START.

**NOTE** - Certain sniper rifles allow you to zoom in considerably more than the average weapons. To zoom in/out hold down SELECT and press the  $\Delta$  button.

## *In-Game Menu*

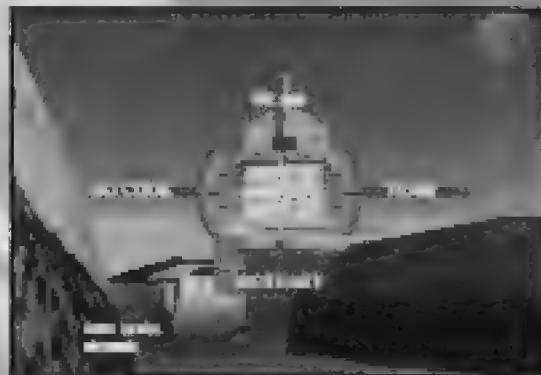
By pressing START in the action phase, you open the In-Game Menu. This menu states the current objective at the top, followed by a cross of four different options. These are:

### *Plan*

This item allows you to change your teams' plan routes in the middle of the action phase.

### *Go Code*

This allows you to activate Go-Codes, which allows you to control when a team should engage the enemy.



# ACTION PHASE

## *Team*

This item allows you to select which team you would like to control.

## *Restart*

Selecting this item restarts the mission at the insertion zone.

You can also press SELECT to select Exit Level and end the current Mission, or press START again to select Resume and return to the current game.

## *Heads Up Display (HUD)*

In the Action Phase, there is a grouping of icons in the lower right corner of the screen. This is the Heads up display (Hud). This item not only gives vital information about your team, it also shows the status of other teams.



The circle to the left of the HUD is the radar. The Radar shows the direction of objectives and extraction zones. Plus symbols are objectives and the square is the extraction zone. Once the heartbeat sensor is equipped, terrorists appear as red dots while teammates and hostages show up white.

The four colored tiles to the right are team status icons. These tiles tell you the current action of the other teams, whether they are advancing or waiting on your Go-Code release order. The block to the left of each team status tile is the health indicator for that team or operative. Green means healthy, yellow is wounded or fatigued, and red is dead.

The bottom rectangle shows your current weapon selection as well as number of bullets left in current magazine and the number of total magazines remaining.

## *Optical Enhancements*

Each RAINBOW Operative equips special night vision goggles as well as heat-sensing goggles. Both of these items aide the Operative in dark areas as well as areas where finding the enemy quickly is a concern. **To select Night Vision, hold down SELECT and press □ button. To access Infrared Vision, hold down SELECT and press □ button again.** Pressing this combination once more returns your vision to normal.

**TIP:** Infrared vision allows you to sense heat sources through most walls and ceilings.

RAINBOW has a broad assortment of weapons and equipment for use during missions. It is important to choose the right selections for each operative's kit so they have the right tools to complete their assigned tasks during the mission.

## **Primary Weapons**

### **9mm SMG**

Standard 9mm Sub-machine gun with a 30 round magazine.

### **9mm SMG SD**

The standard 9mm SMG equipped with a detachable silencer. This weapon is quieter than the standard 9mm SMG, but has less power.

### **Cut-down 9mm SMG**

This variant of the 9mm SMG has a shorter barrel and an adjusted firing mechanism than its standard-issue counterpart. The result is a SMG that fires faster than the standard SMG, but is less accurate. It too comes with a 30 round magazine.

### **SMG SD ADV**

This variant on the standard 9mm SMG has a non-detachable silencer integral to the weapon's barrel. This weapon is even quieter than the Silenced 9mm SMG, but suffers from a slight reduction in power.

### **10mm SMG**

This is another variant of the 9mm SMG. This time, the gun has been re-tooled to accept a 10mm round that is more powerful and is more likely to penetrate body armor. The trade-off is a slightly lower magazine capacity.

### **10mm SMG SD**

This is the standard 10mm SMG, equipped with a detachable silencer. This makes each shot quieter, but sacrifices some power.

# WEAPONS & EQUIPMENT

## 0.45 SMG

The 0.45 SMG fires a round slightly more powerful than the 10mm SMG, but it too sacrifices ammo capacity for the larger round. This weapon is less likely to penetrate body armor than the 10mm, but is more lethal against unarmored targets.

## 0.45 SMG SD

This variant of the 0.45 SMG is equipped with a detachable silencer. This reduces the noise produced by each shot, but sacrifices some power from the round.

## Carbine

This variant of the military carbine differs in a slightly shorter barrel, making it less accurate at ranges, but slightly more controllable in tight spaces.

## Military Carbine

Standard 5.56mm assault carbine. Its shorter barrel makes the carbine quicker to bring to bear on a target, but causes a reduced accuracy at longer ranges when compared with an Assault rifle. The Military Assault Carbine is capable of fully automatic fire.

## 7.62 mm Assault Rifle – (7.62 mm AR)

Standard 7.62mm assault rifle. Like the 5.56 mm assault rifle, this weapon can be fired in semi-automatic, or fully automatic modes. The increased power of the round is offset by a smaller ammo capacity.

## Modern 5.56 mm Assault Rifle – (Modern AR)

This variant of the 5.56mm assault rifle has a modified trigger group, and the fully automatic mode has been replaced with a 3-round burst. This allows greater control of the weapon, while still allowing multiple-round fire.

## **Advanced 5.56 mm Assault Rifle – (AR ADV)**

Polymers in the frame of this weapon result in a light, easy to manage assault rifle. The offset to the lightness of the weapon is a slightly increased recoil effect when the weapon is fired in fully automatic mode. In addition, the scope on this weapon allows for more accurate shots at longer ranges.

## **Special Forces Assault Rifle – (SF AR)**

This bullpup design 5.56mm assault rifle has the magazine positioned behind the trigger group. This means that a shorter weapon can be more accurate, as the overall barrel length is larger. The result is an assault rifle that is slightly less accurate at longer ranges, but is very easy to control when firing or in motion.

## **Automatic Rifle**

This 7.62mm rifle comes with a fully automatic trigger group. It's heavy weight helps to make it more stable when firing in this mode.

## **0.50 Anti-Materiel Rifle – (0.50 AM Rifle)**

This weapon has a slightly higher rate of fire than the 0.50 sniper rifle, but is not quite as accurate at ranges. It is still an ideal weapon for disabling vehicles.

## **Sniper Rifle**

Standard 7.62 mm sniper rifle. The scope on this weapon, in addition to its barrel-length, makes it ideal for long-range shots. However, this weapon is not easy to maneuver, and is not a desirable choice for close-combat situations.

## **Bullpup Sniper Rifle**

This bullpup configuration sniper rifle allows for a shorter overall weapon length. Although not as accurate as the Sniper Rifle, this weapon is easier to maneuver and bring to bear on a target making it a better choice for a situation where quick bursts of multiple shots are necessary.

## **12 ga. Shotgun**

Whether used for door breaching or highly lethal close quarters combat, a good tactical shotgun is an essential part of all anti-terrorist teams. This particular model is a standard issue 12 gauge shotgun.

## **Auto Shotgun**

This is a fully automatic combat shotgun capable of emptying its clip in just a few seconds. This makes it ideal for quickly clearing a room of all hostiles.

## **Secondary Weapons**

### **9mm Pistol**

This is a standard issue 9mm pistol. Its primary advantage is low recoil and a large magazine compared to the bulkier .45.

### **Silenced 9mm Pistol – (9mm Pistol SD)**

Standard 9mm Pistol equipped with a detachable silencer that reduces the noise of each shot fired, but also reduces the power of the round. This is a favorite pistol for RAINBOW's recon specialists.

### **0.40 Pistol**

Standard 0.40 cal pistol. This round has slightly greater power than the 9mm round. The increased power results in a slightly lower ammo capacity, and less accuracy than the 9mm pistol. This pistol is a favorite among those desiring a balance between size and firepower.

# WEAPONS & EQUIPMENT

## ***Silenced 0.40 Pistol – [0.40 Pistol SD]***

Standard 0.40 cal pistol equipped with a detachable silencer that reduces the noise of each shot fired, but also reduces the power of the round.

## ***0.45 Pistol***

Standard 0.45 cal pistol. This weapon has even greater power than the 0.40 cal pistol, but suffers from a slightly lower ammunition capacity.

## ***Silenced 0.45 Pistol – [0.45 Pistol SD]***

Standard 0.45 cal pistol equipped with a screw-on silencer that reduces the noise of each shot fired, but also reduces the power of the round. This is an essential secondary weapon of any RAINBOW mission requiring both firepower and discretion.

## ***0.50 Pistol***

This pistol is capable of firing a 0.50 cal round. This round is less powerful than the sniper rifle round, but is still a very powerful round. This pistol has the lowest capacity of all the pistols, and is the least accurate, but this is made up for by the power of the round.

## ***0.357 Pistol***

This pistol fires the 0.357 magnum round. This round boasts more power than the 9mm, and is more accurate than the 0.40 cal. The volume of each shot offsets this power and accuracy, as this round is quite loud.

# WEAPONS & EQUIPMENT

## Uniforms

Choosing the correct uniform is just as important as choosing your weapons. Each mission takes place in different terrain and lighting conditions. In addition, some operative will need more protection than others. For example, recon operatives will favor a light uniform while those breaching will need a heavy uniform. There are several uniforms from which to choose in Rainbow Six. They come in several different styles and each style is available in three classes.

### **Light**

This class is perfect for nighttime missions and recon specialists. It consists of a lightweight Level IIa tactical vest capable of stopping low-powered pistol rounds and is rounded out with the standard soft-soled rubber boots, Nomex™ balaclava, and Nomex™/Kevlar™ gloves.

### **Medium**

This class consists of a Level II waist-length tactical vest and a Kevlar™ Helmet, soft-soled rubber boots, Nomex™ balaclava, and Nomex™/Kevlar™ gloves. The vest is capable of stopping most pistol fire, and some submachine gun fire as well.

### **Heavy**

This class consists of Level III body armor extending to the groin and is capable of stopping all but the most high-powered of rifle rounds. This is the preferred uniform of demolitions experts, as the faceplate on the Kevlar™ helmet offers excellent protection from flying debris. The Desert, Camo and Woods heavy uniforms do not include the helmet with faceplate and the body armor extends only to the waist since these uniforms are mainly used on outdoor missions.

RAINBOW uses six different uniform patterns. Each is specially designed for a specific environment or lighting condition. These are:

### **Arctic**

This all-white uniform is great for missions in the snow.

# WEAPONS & EQUIPMENT

## *Desert*

This desert camo uniform is used for desert operations and is issued to RAINBOW operatives for desert type operations.

## *Black*

This black uniform is perfect for nighttime missions.

## *Euro*

An excellent uniform choice for those operating in mixed forest environments, it uses a European woods camouflage pattern.

## *Street*

This street camo uniform is RAINBOW's alternative choice for urban assault operations.

## *Wood*

This uniform is used for operations in forests and rural areas. Usually used in European and North American operations. The woodland uniforms are a personal favorite of Santiago Arnavisca.

# CREDITS

## *Saffire Credits*

President  
Operations Manager  
Project Lead  
Lead Programmer  
Lead Designer  
Audio Director  
Programmers

Artists

Character Artist  
Interface Artist  
Data Wranglers

Lead QA  
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Danny Harper  
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## *Red Storm Entertainment Team Credits*

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Game Design  
Lead Console QA Analyst  
Game Testers

Intro AVI Coordination

## *Red Storm Entertainment Corporate Credits*

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Director of Product Development  
Director of Design  
Director of Creative Design  
Chief Game Designer  
Director of Quality Control  
Lab Coordinator  
Director of Marketing  
Senior Marketing Manager  
Product Marketing Manager  
Product Marketing Manager  
PR Manager  
PR Coordinator  
Internet Manager  
Technical Support Manager  
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Special Thanks  
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Deke Waters  
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# TECHNICAL SUPPORT

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Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at <http://www.ubisoft.com/support>. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

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### Contact us by E-Mail:

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From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at [support@ubisoft.com](mailto:support@ubisoft.com) or [support@redstorm.com](mailto:support@redstorm.com)

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

### Contact us by Phone:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game. Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays.

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(900) 288-2583 (CLUE). \$.95 per minute

### Contact us by Standard Mail:

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.

Ubi Soft Entertainment  
Attn: Customer Support  
2000 Aerial Center  
Suite 110  
Morrisville, NC 27560

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### **Warranty Address and Contact Information**

Email: [replacements@ubisoft.com](mailto:replacements@ubisoft.com)

Phone: 919-460-9778

Hours: 9am - 9pm (EST), M-F

Address:

Ubi Soft Replacements

2000 Aerial Center Pkwy, Ste 110

Morrisville, NC 27560

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